

17 issues for \$12.00

tory #390

ottom

f

ewage

ank

91 IC Victory statement #390
92 AU
93 Q
94 HU
95 HD

F Bla-Sev:
F Bulsc H
A Tri-Ser:
A Bud-Rum:
A Vie-Bud:
A Ven-Tri:
A Mun-Bur:
AA Mar S A Mun-Bur:
F-Lyo S A Mar:
F Wes-Mid:
F Spasc S F Wes-Mid
A Por S A Spasc
F Naf S F Wes-Mid:

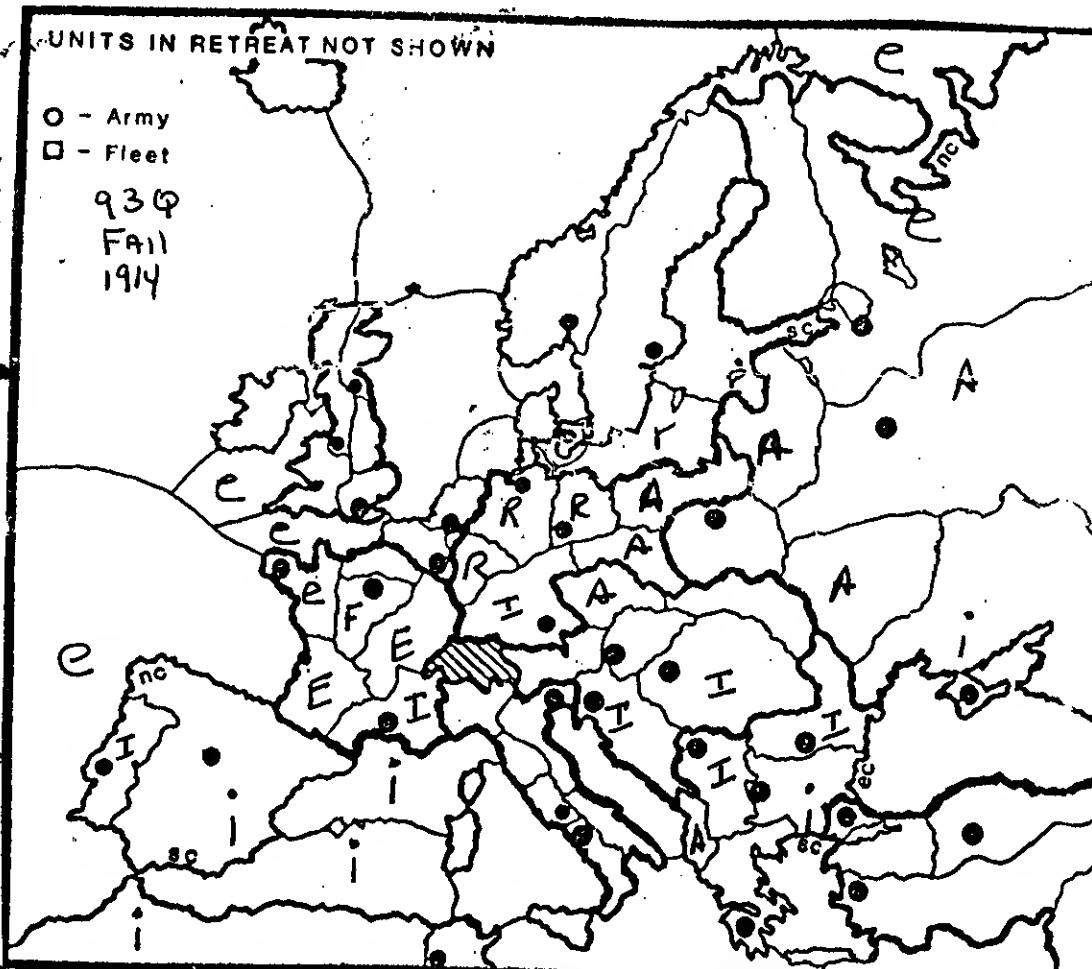
Russia(Wiess)	Austria(Vaporis)
A Ruh S A Bur:	A Liv S A Pru:
A Kie S A Ber:	A Pru H:
<u>A Ber S</u>	<u>A Sil S Itlain</u>
<u>Austrian A Sil-Mun:</u>	<u>A Mun:</u>
F Bal S A Ber:	<u>A Boh S Italian</u>
	<u>A Mun:</u>
France(Patterson)	A Gal-Ukr:
A Par H:	A Alb H
	A Mos-StP

England(Ditter)
F Iri-Mid:
 F Eng S F Iri-M
 F Bre S F Iri-M
F Mid-Spasc:
A Gas-Mar:
 A Bur S A Gas-M
F Bar S F StPNC
 F StPnc H:

The underlined moves fail. supplies are listed bel
The deadline for game statements will be the 26th
of Nov at high noon.

Aus: Mos,war 2-6
Eng:Lon,liv,edi,hol
stp,nwy,bre,bel 8E
Fra:Par 1
Ita:Ven,nap,rom,tun,
gre,smy,spa,mar,por,
con,ank,mun,vie,bud,
tri,ser,rum,bul,sev
19 Wins
Rus:swe,ber,kie,den
4 Even

With this game I'm now to three games now one will end before the year is out. If I don't get another game started by the 1st of Jan 96 I will stop BOAST after 25 years. I have four people signed up for the next game I need just three more to play come on and join us in a new game the first in over a year!!!



Dear Herb,

On 6/7/92, in the Spring of 1904 of Diplomacy 91 IC, you asked me to be a standby for **John Crosby** who NMRed as France. I submitted standby orders, and entered the game in the fall of 1904. All seven countries were still quite alive at that point.

I watched Germany, **Richard Wiess**, take out England, **Jack Wingate**.

Similarly, I saw Russia, **Dave Sensig**, Turkey, **Mark Patterson**, and Italy, **Rick Lynch**, attacking Austria, **Karl Hoffman**. England was in sad shape, and I was not clear on who was really aligned with whom. My only real choice seemed to be to join either Italy or Germany. Italy, though, seemed to be in pretty deep with Russia and Turkey. Thus, I was confronted with the possibility of working with Germany and **Richard Wiess**.

However, I dreaded working with **Richard Wiess** because of his reputation for stabbing his partners in the back. I remembered one particular multiple-tie game, in which the only countries **Richard** had put out, had been those two players who had been **Richard's** partners.

Regretfully, I moved my troops towards Italy. Then **Mark Patterson's** devious letters started arriving. Man, can he write a diplomatic message! He warned me about Russia's alliance with Germany and that I should get into the Atlantic quickly before I got bottled up. **Mark** played on my worst fears about **Richard Wiess**. He said Italy should be left alone.

Next, **Mark** finished off Austria. Immediately afterwards, **Mark** promised me a slice of Italy. All I had to do was guard against Germany. Finally, **Richard** had all of England, and then he pushed into Russia. In a blitz, **Mark** had all of Italy. I was caught with my troops out of position, placed to receive Germany's expected betrayal. Too late, I was aware that Russia and Turkey were allies, and they were both advancing against Germany and me.

For some strange reason, **Mark** started writing me that he was going to stab his Russian partner, **Dave Sensig**, in the back. Why would **Mark** share such important info with me? I never passed his confidential information to Russia nor anyone else. **Mark** did indeed attack Russia in the fall of 1908, but too soon, or **Mark** would have won the game. After a long fight, the three of us pushed **Mark** back until the Spring and fall of 1915 when **Dave** NMRed twice, and Russia was replaced with **John Boulet**. Since France's and Germany's mutual treaty was with **Dave** and he was gone, **John** was attacked by Germany as soon as **John** came into the game. **John** NMRed in the Fall and Winter seasons of 1917 and was replaced with **Tom Tiffany**. **Richard Wiess** was supposed to help me into Turkey, but that help never came. Instead, letters came from both **Tom** and **Mark** warning me that **Richard** seemed to be setting me up for a classic stab. The next turn, in the Fall of 1919, **Richard** not only tried his stab, but **Richard** formally put a notification in the Boast Press. In the fight that followed, I offered both **Tom** and **Mark** a three-way tie with me, but they would not take it. Instead **Tom** sacrificed himself against **Richard** in a crucial turn, and **Mark**, steadfast to the end, refused to take any of the territory that I had proffered to him. I managed to get my fleets into the Atlantic via a critical build of a fleet at Brest, and the game was suddenly over.

Sincerely,

92AU Winter 1918
only by request
Mistakes. Russia
owns Lon Not Fra
Thus Fra is -2
Russia Did not take
Ven I forgot to
list the Turkish
order F Adr S A Ver

Russia was 17, Tiurkey
still plus one France

-2
Russia (Ditter)
B A StP:

Turkey (Yandora)
B F Smy

France (Tiffany)
NRR GM Removes
F Wal F Lyo

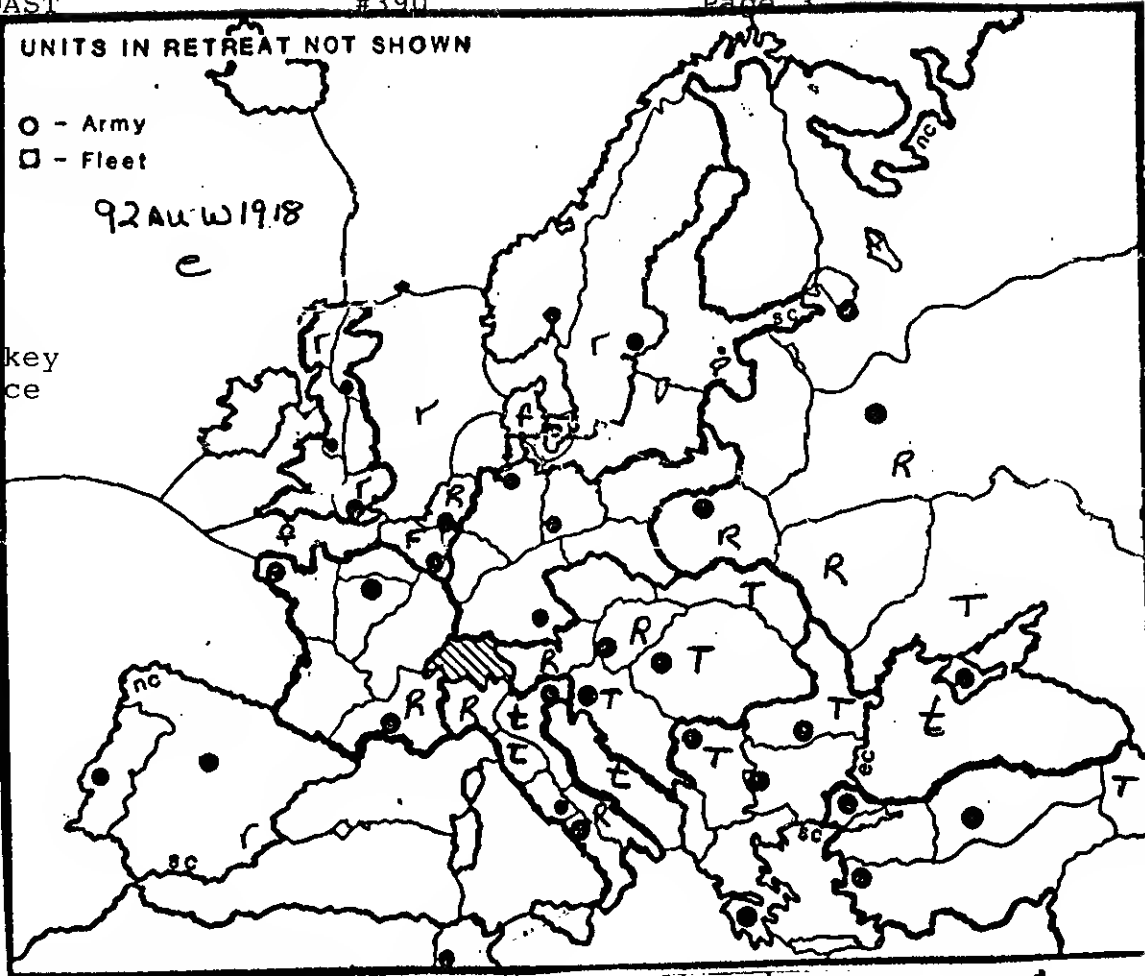
France Resigns
I'm asking Tony

Brooks to take his
place. Deadline is
Nov 26th at High
Noon:

UNITS IN RETREAT NOT SHOWN

○ - Army
□ - Fleet

92AU W 1918



I listed Austria
and Italy as having
Rum Italy has ROM.
Winter 1911 Only
by Requests
Russia (Vaporis)
B F Sev A War:

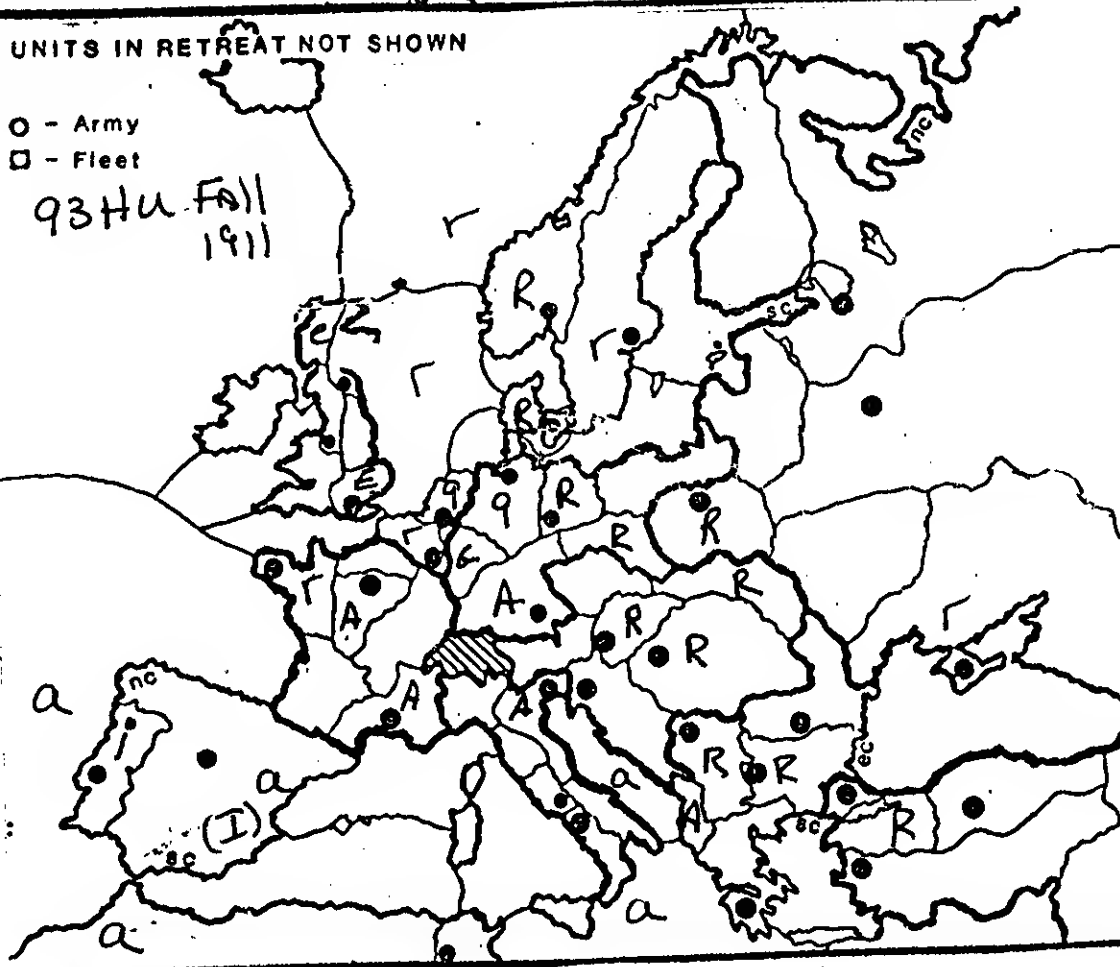
Germany (Hoffman)
R F Yor:

Looks like this game
could end soon!
Need players for
the next one
Tony Brooks, Paul Na
Alan Barwick, Tom
Tiffany

UNITS IN RETREAT NOT SHOWN

○ - Army
□ - Fleet

93HU Fall 1911



The Review Page.

Euro Front..

Columbia Games \$35.00

This is the last in the series of games front West Front East Front and Med Front. This game allows you to play all three together and have some things that could have happened. Ie maybe not attack Russia until after Britian is done? Take Malta AND OTHER THINGS LIKE THAT. It allows the fredom to do a couple of things that unless you had this game you would not be able to do.

Euro Front is very much like The other games in that you have the game box in a slip cover and very good art work. You get the wooden counters with the press on strips for the game. Lots of charts and other paper work plus the rules. There are no maps becuase you need the other games to play this one. Thast all you get for your money.

This game is a very important bridge that you need to combime all the games in this series. This game covers diplomacy the maps and set up the minor powers the way to attack neutrals, going to the Med front, the winters, the mud, The Minor powers that were an important part of the War like Italy Rumania and others are all covered in this game. How to use them when to use them etc. The Fall of France and how that is done with this game and the Vichy France and the Free French are also here. The rules also cover the Soviets what can be sent and what they can do about the war etc, and when they can do some things with this power.

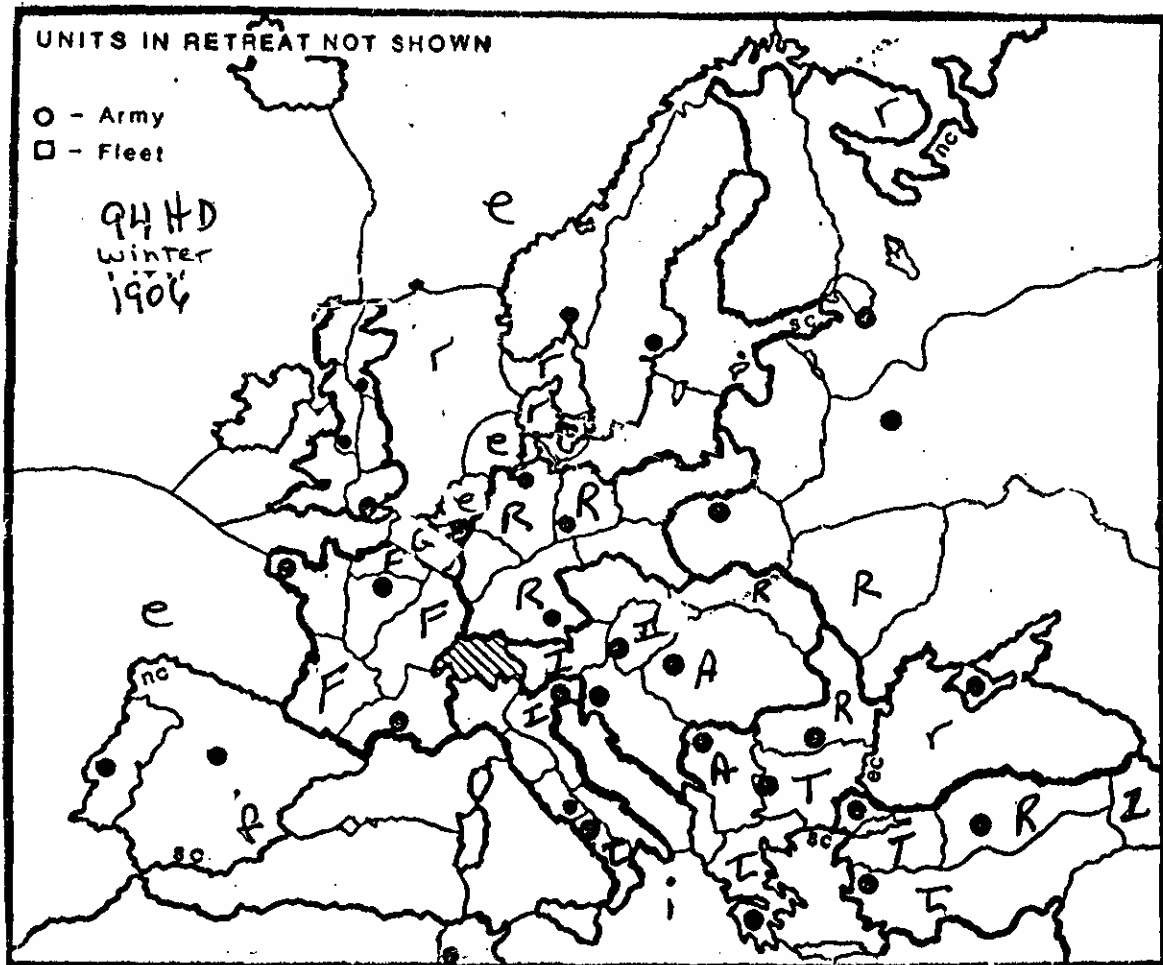
The HQ's the Supreme HQ's and area ones are treated differently in this game compared to the other games, but not too much so. and the rules cover the changes very well. Movement and supply are also covered in this game , and how to keep things with the right front of the war. Transfers of production is covered as well as all sorts of other things. When yopu open a game up to the entire war you add a few things that were not in the other games becuase they did not need to be covered., but here they need to be covered so the players will not be confused.

Weather, Seapower and Airpower are the last things covered in the rules, with Objectives and Victory covered last. Then they have the various scenairos of which half the book is covered. with them! They have the OB special rules if needed set up comentary and historical notes, They have historical as well as possible historical as well. They have various Scenarios that are a year Long rather than 6 months in the other games. If you get this game plan on long fun games with more than two players and set a lot of time for them. They will be fun and full of excitement, but they will take a long time to play. Hope you have an area that you can set up away from the cats etc so that you can leave up these games. Look to play a scenario in 5-15 hours and the fulkl war in about 30 hours. If you like this type of stuff great if not do not buy this game!!

94 HD Winter 1906

Italy(Brooks)
B A VenRussia(Payne)
B F StPnc
A Vie R GalEngland(Tiffany)
NBR

I'm asking Mark Patterson to please stand by for England. The deadline for the Spring 1907 moves will be the 26th of Nov 95 at high Noon.



Allen Barwick 13620 Maidstone Lane, Potomac Md 20854-1008
Ken Andrews 420 Sawyer Rd Lansing, Mi 48911

Grant Current, 1221 Minto Ave, Kenora Ont Canada P9N 3Y9
D. J. Ditter, 8049 Idaho Circle N, Brooklyn Park MN 55445
Karl Hoffman, 395 Imperialway, 220, Daly, city CA94015
Terry Lachick, 1430 Coloma Place Wheaton, Illinois 60187
Mark Patterson, 42 Herber Ave, Delmar, NY 12054
Joe Payne, 1622 Allenton Ave, Brandon FL 33511
Tom Tiffany, 4508 W Oklahoma Ave. Milwaukee, WI 53219
Michael Vaporis, 315 N Carpenter Ave, Indiana Pa 15701
Richard Weiss, 241 Condo Lane #523, Tamuning, GU 96911
Jeff Yandora, 4644 Fillmore St, Pittsburgh, Pa 15213

Future issues of BOAST

	# 391 Nov 26th	#392 Dec 17th
#393 Jan 14th	#394 Feb 4th	#395 Feb 25th
#396 March 17	#397 April 7	#398 April 28th
#399 May 19	#400 June 9	

This completes another issue of BOAST. BOAST is the second oldest running dip zine in America and the world today. Only Graustark has put out more consecutive issues than BOAST. BOAST started in 1971, sept., of the year. We started out on Duplicator, then to memio and now photo copy. There are other zines that come out weekly with partial issues but BOAST gives a full page to each game and keeps the number of games down to around six. Trying to insure that you get the most enjoyment out of your games. BOAST is a tri-weekly zine, usually every third week BOAST comes out, about 17 issues per year. There are a couple of times when there are four week deadlines in the year. The sub to BOAST is 17 issues for \$12.00, if you want to play in BOAST the first game is \$15.00 and every game that you join while you are playing in BOAST is only \$10.00 extra. This is the sub and the game fee for as long as you are in the game. BOAST is one of the most gamer friendly zines out there today, we allow the players to decide certain things. Fast playing games with strict deadlines, BOAST has never missed a deadline by more than 24 hours and that has been only 3 times in 300+ issues

Why have you gotten this issue. If you are not a player or trader? Well I've sent you a dsample to see if you might like to join in on a game that we are forming at this time. I'm quite sure that you will like the play in BOAST. Playing in BOAST is fast, friendly, and cut throat, like All dip zines. If you are looking for a game why not try BOAST you know the game will end here(well over 50have). Also the fees are less expensive than most zines on the market today.

BOAST carries a lot of information as well. A lot of news on new games, new releases in the gaming industry as well as things being worked on. We also carry reviews of games in each issue as well. Some are small and some are more in depth, but they(the reviews) are all entertaining if you like to read about new games.

This zine would not be possible if it were not for the help of my wife and family. They have given me the support over the years to be able to put this i zine out over the years and I have to thank them for that. This zine has come out since 1971, even before I got married. But it has been their help that allows this zine to come out everythree weeks for that we are greatful. I should say I'm very greatful. Thus has been my love but the family has helped out all the way. Thank you.

BOAST
17187 Wildemere
Detroit , MI 48221
313- 927-4668
Fax 313 861-6565

1st class mail

Sub Ends _____

1st class mail Stand By _____

1st class mail

Send to :

Larry Peery
6103 M Alcolm
San Diego CA
92115